KESSEN™

TEEN
T
CONTENT RATED BY ESRB

ELECTRONIC ARTS

KOEI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the Controller Ports or MEMORY CARD slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

NOTES

CONTENTS

GETTING STARTED 2

COMMAND REFERENCE 3

COMPLETE CONTROLS 4

INTRODUCTION 6

MAIN MENU 6

TUTORIAL: START GAME 7

THE TOKUGAWA CLAN: THE EASTERN ARMY 8

THE TOYOTOMI CLAN: WESTERN ARMY 11

ITEMS OF INTEREST 15

BACKGROUND HISTORY 16

BATTLE TIPS 22

SAVING AND LOADING 27

CREDITS 28

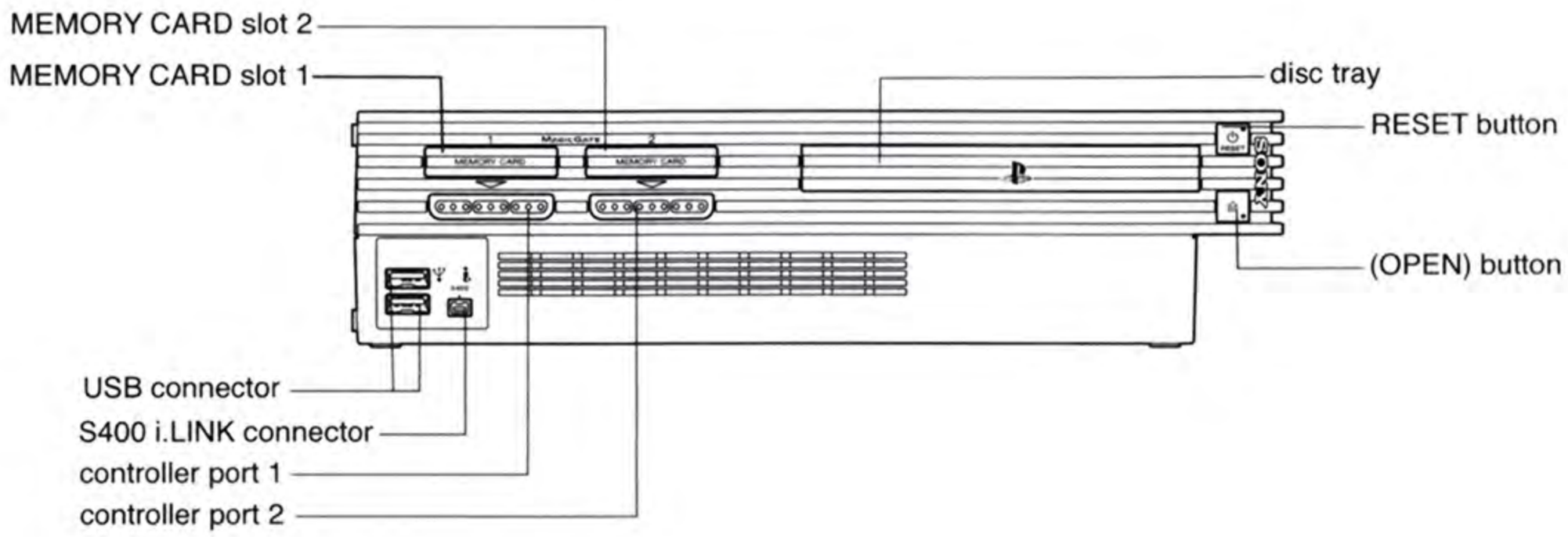
✶ FOR MORE INFO about this and other titles, check out Electronic Arts™ on the web at **www.ea.com**.

KESSEN™

ELECTRONIC ARTS™

GETTING STARTED

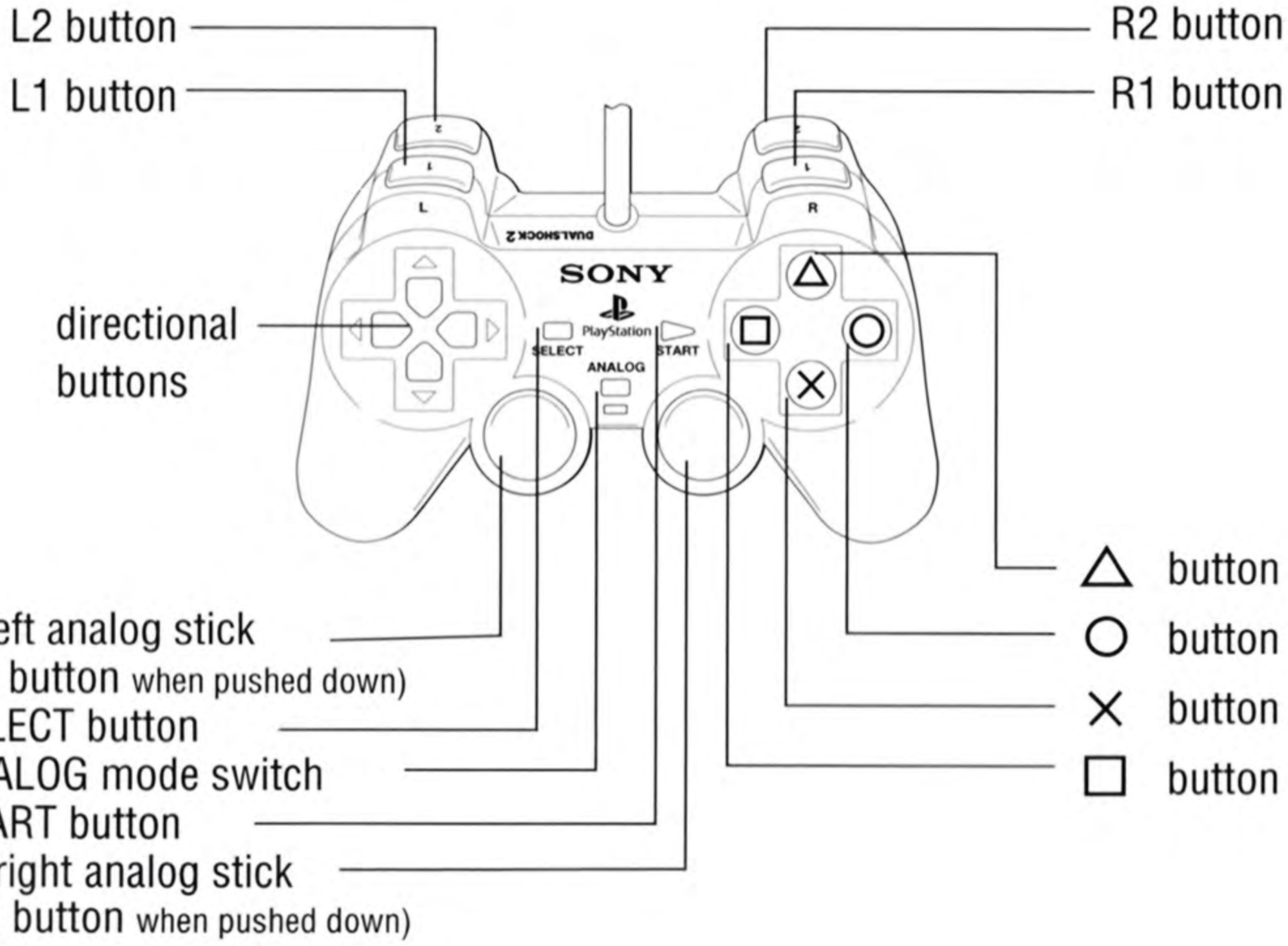
PlayStation® 2 Console



1. Set up your PlayStation 2 console according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *Kessen*™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this software manual for information on using *Kessen*.

COMMAND REFERENCE

DUALSHOCK™ 2 CONTROLLER CONFIGURATIONS



MENU CONTROLS

Navigate the menus using these controls:

Highlight menu items	D-Button ↕
Cycle choices/Move sliders	D-Button ↔
Select/Go to next screen	✖ button
Return to previous screen	▲ button

✶ These are also the controls to navigate through the tutorial.

COMPLETE CONTROLS

Seize your opportunity to take on the other clans and mighty generals. To rule Japan, you must first become an effective warlord.

Master all of these controls to become the ultimate ruler of Japan.

BATTLE SCREEN CONTROLS

L1/R1 button	Select next unit
START button	Access system menu
SELECT button	Victory conditions
D-Button	Select next officer
left analog stick	Rotates camera angle
right analog stick	Zoom Camera IN/OUT
L3 button	Re-center Camera
R3 button	Turn Mini-map ON/OFF
L2 button	View Map Screen/Enlarge/Reduce Map
R2 button	View Controller Guide
▲ button	Cancel selection/Exit movie
● button	Zoom in battle/Select general to be on camera/View unit list
✖ button	Give an order/View selected units orders/Select unit with cursor
■ button	Call up cursor/View Detailed unit information

POLITICS SCREEN CONTROLS

D-Button	D-button ↕ selects officer
✖ button	Select officer/subversion type
▲ button	Cancel selection/End Officer Review, Subversion, and Choose Officers phases Modify Unit (advanced levels only)
R2 button	View Controller Guide

KESSEN

WAR COUNCIL SCREEN CONTROLS

D-Button	Move Cursor
L1/R1 button	Select next unit
✖ button	Next
▲ button	Exit to previous screen/End Review Enemy Deployment stage/End Modify Current Plan stage
■ button	View Detailed Information
● button	Display Strategy Menu
L2 button	Enlarge/Reduce map
R2 button	View Controller Guide
SELECT button	Victory conditions

INTRODUCTION

Welcome to feudal Japan where the honor and fighting prowess of your clan will ultimately decide the fate of the nation. Kessen brings you strategic Japanese warfare on a completely different scale. The graphics and gameplay are like none you have ever experienced! This manual will give you background information about the two clans to help you understand exactly what's at stake. You will also find instructions on how to use the in-game tutorial, and a complete guide to Kessen. Unsheathe your sword and make history!

MAIN MENU

From the Main menu, you can start a new game, load a previously saved game, and manipulate the game options like adjusting the sound and changing the cursor speed.

NOTE: Default options are listed in **bold** in this manual.

CONTINUE

Load a previously saved game.

NEW GAME

Start a new game.

SETTINGS

Set your desired environment for the game.

❒ When you play *Kessen* CONTINUE, NEW GAME, and SETTINGS can be selected.

CURSOR SPEED — Toggle between FAST/**NORMAL**/SLOW

SUBTITLES — Toggle ON/**OFF**

BGM MODE	Toggle **STEREO**/MONO
BGM	Toggle **ON**/OFF
VIBRATION	Toggle **ON**/OFF
MINI-MAP	Toggle ON/**OFF**

To confirm your setting changes:

1. Press ▲ button when finished making your selections.

2. Press ✖ button to confirm your settings.

TUTORIAL: START GAME

Kessen has an extensive tutorial which teaches you nearly everything you need to know to understand the game and conquer your enemies.

To get to the tutorial:

1. Select NEW GAME from the Main menu screen.

2. Press ✖ button to begin your quest for total domination.

3. Press ✖ button when you have finished reviewing the letter from the creator.

4. Press ✖ button to select Ieyasu Tokugawa and the forces of the East. You must play through the game with the East before you can play with Mitsunari Ishida and the West.

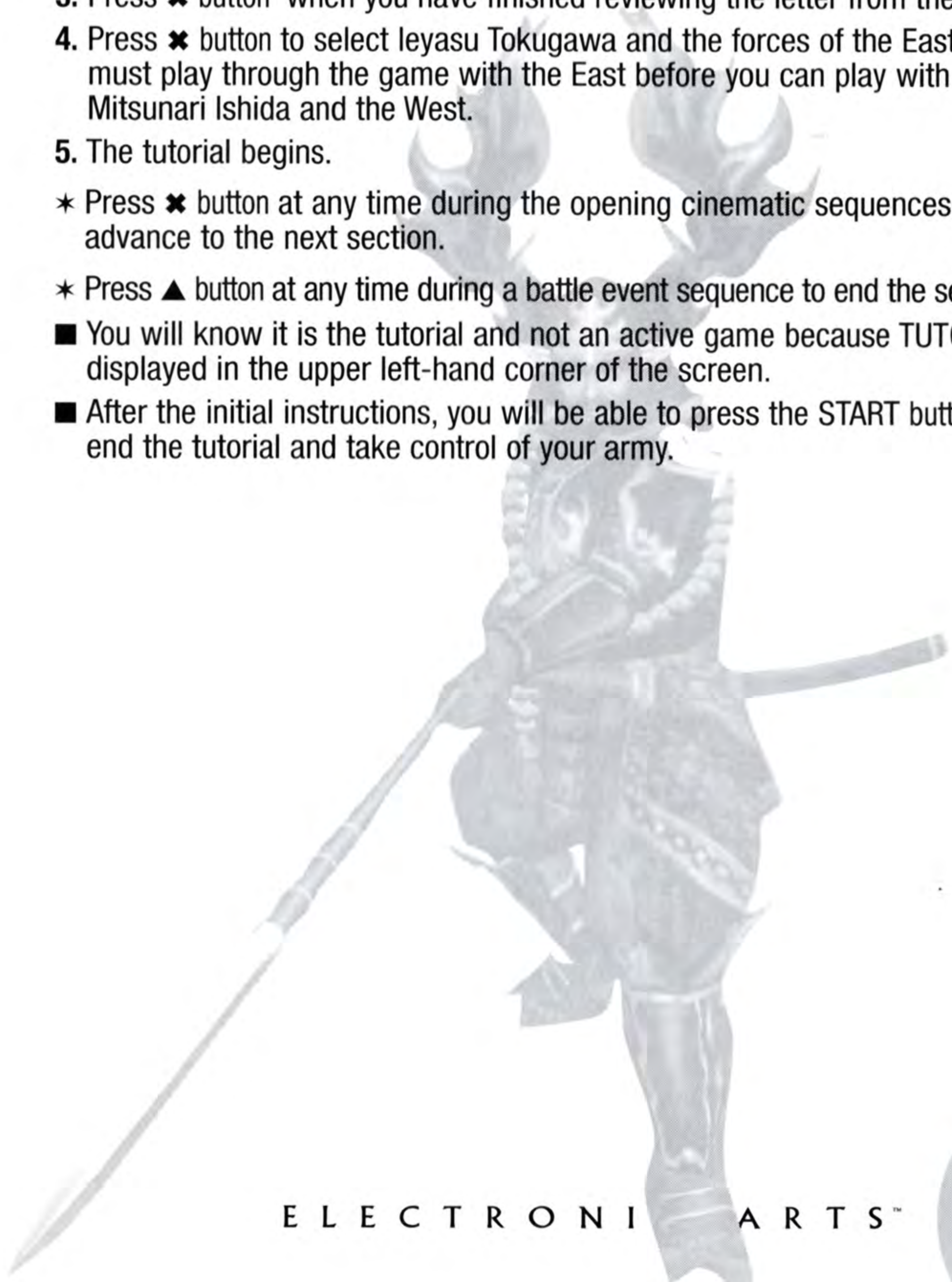
5. The tutorial begins.

✶ Press ✖ button at any time during the opening cinematic sequences to advance to the next section.

✶ Press ▲ button at any time during a battle event sequence to end the sequence.

■ You will know it is the tutorial and not an active game because TUTORIAL is displayed in the upper left-hand corner of the screen.

■ After the initial instructions, you will be able to press the START button to end the tutorial and take control of your army.



THE TOKUGAWA CLAN: THE EASTERN ARMY

Meet some of the heroes from the Eastern Japanese Army of Feudal Japan.

IEYASU TOKUGAWA

Supreme Commander of the Eastern Forces. Hero with a great ambition of unifying the country.

He has great strength and an unyielding fighting spirit.

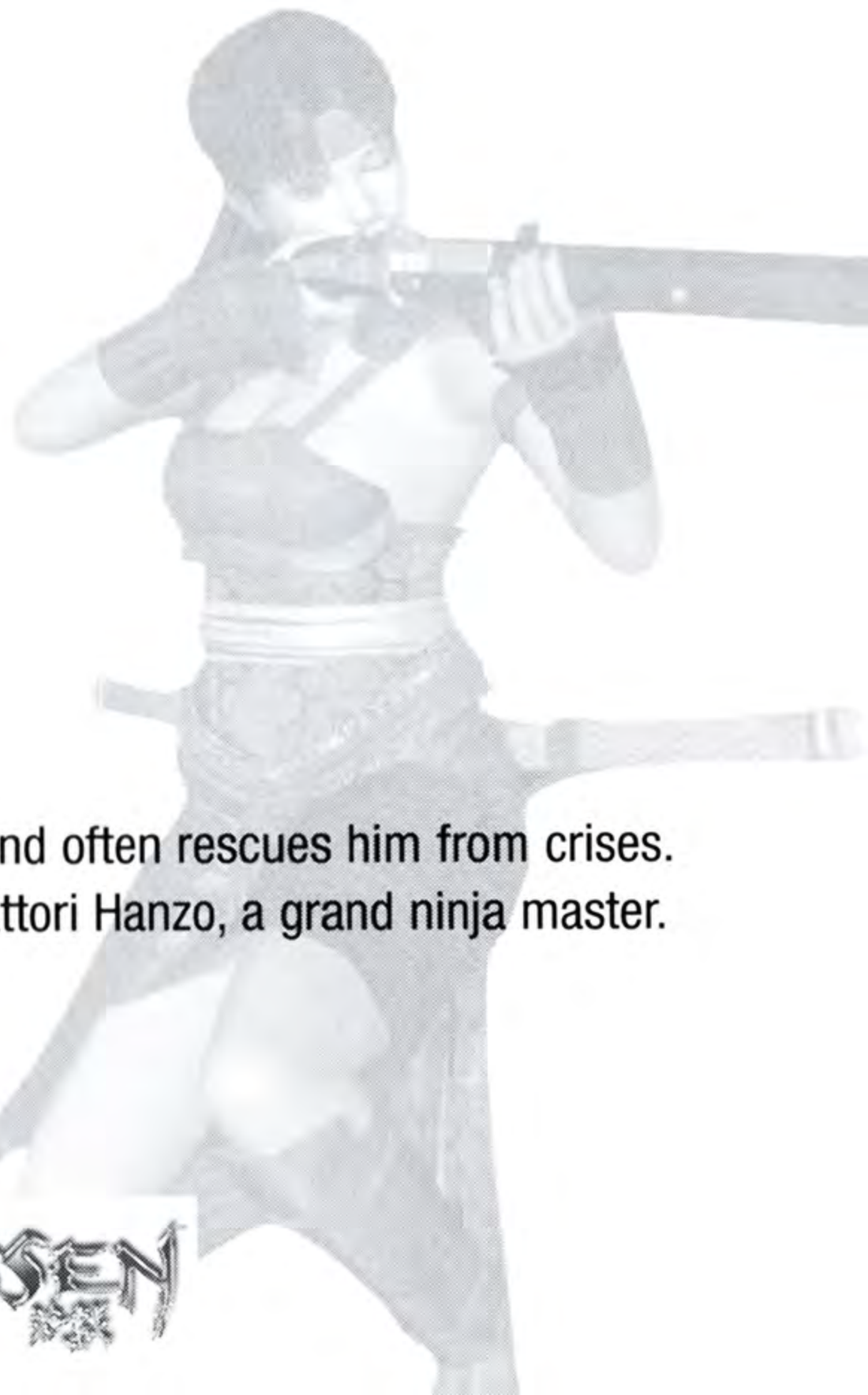
To open up a new world, he attempts to eliminate the conservative forces, with the Toyotomi clan at the top.

OKATSU

Concubine of Ieyasu.

She always goes to battle with Ieyasu, and often rescues him from crises.

Rumor says she is a blood relative of Hattori Hanzo, a grand ninja master.



KESSEN

TADAKATSU HONDA

Seasoned commander trusted by leyasu.

Tales of his bravery are well-known throughout Japan.

A born strategist, he was never been injured no matter how dangerous a battle he was involved in.

PRINCESS SEN

Granddaughter of leyasu Tokugawa.

She is married to Hideyori Toyotomi, the head of the Toyotomi clan.

She worries about the fact that her grandfather and her husband fight on opposite sides.

MASAMUNE DATE

Supreme ruler in Tohoku, north-eastern district of Japan and holding very strong cavalry.

Being very ambitious, he plots to reign over the entire country in cooperation with foreign powers.

MASANORI FUKUSHIMA

One of the two greatest heroic combatants on the Toyotomi side, the other being Kiyomasa Kato.

He has an intense hatred for Mitsunari Ishida. Although he has an obligation to the Toyotomi clan, he takes the side of Ieyasu because of his hatred for Mitsunari.

KESSEN

NAOMASA YI

Brave commander representing the Tokugawa Army.

He leads the elite force "Akazonae" whose main members are former subordinates of Takeda Shingen, famous for his "Fu-rin-ka-zan" (wind, woods, fire, and mountain) banner.

THE TOYOTOMI CLAN: WESTERN ARMY

Meet some of the heroes from the Western Japanese Army of Feudal Japan.

MITSUNARI ISHIDA

Supreme Commander of the Western Army.

He plots to destroy the growing force of the Tokugawa side for the cause of the Toyotomi clan on a great decisive battle.

He has a great sense of justice. Because of that, sometimes he is opposed to other commanders.

LADY YODO

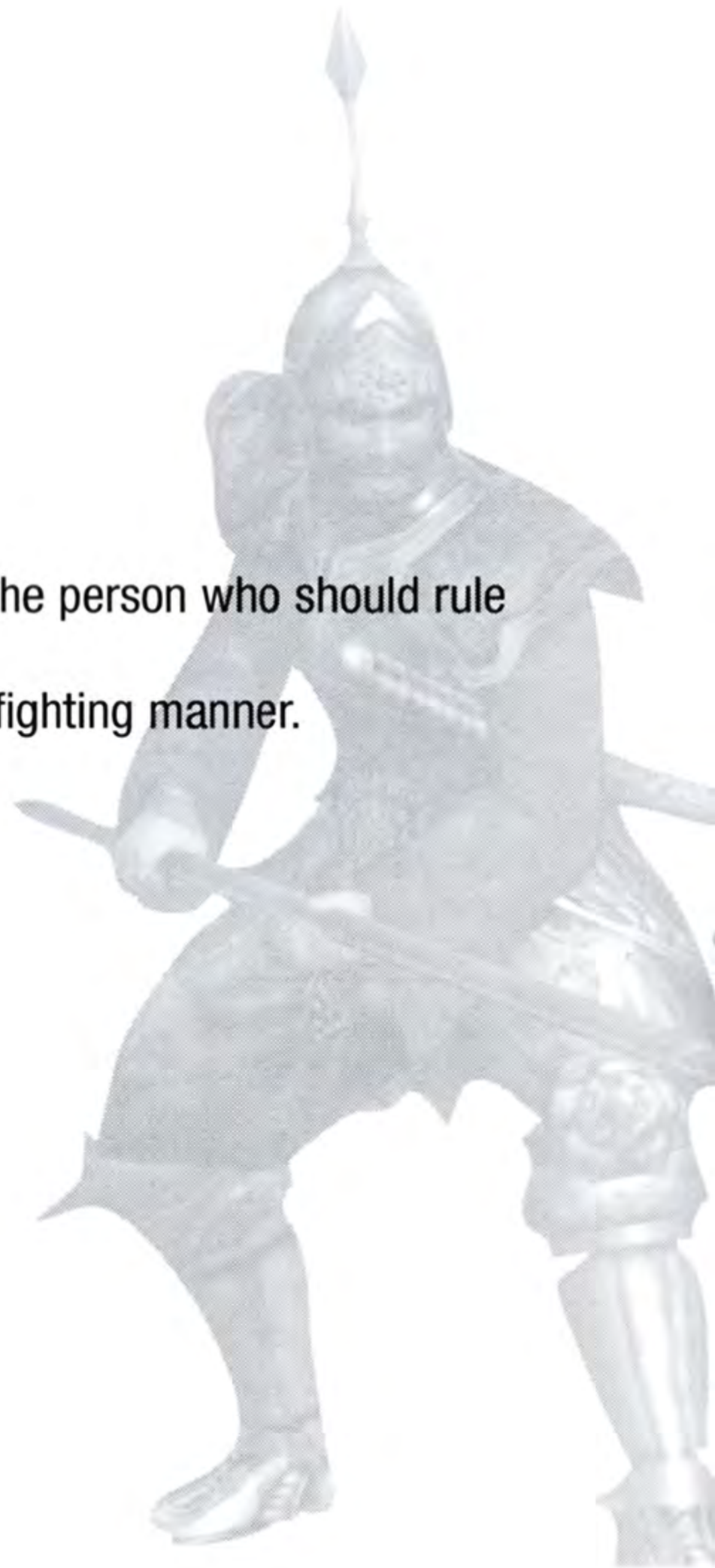
A Beautiful lady who attracts generals of the Western Army with her charm.
She is mother of Hideyori, the head of the Toyotomi clan.

SAKON SHIMA

Military Advisor under Mitsunari Ishida.

Excellent in both tactics and strategy, he is rated as the person who should rule the country.

He is called "Lion-hearted Sakon" after his abrasive fighting manner.



KESSEN

JOSUI KURODA

As Hideyoshi's advisor, he helped unify the country.

He transferred the headship of his family to his son, Nagamasa, and has been retired for several years. However, upon learning about the combat between leyasu and Mitsunari, he quickly assembled an army in Kyushu (southernmost region of Japan).

YOSHIHIRO SHIMAZU

He once led the Shimazu army and conquered Kyushu, which made him famous throughout the country.

Although old, his military skill is still highly-regarded by leyasu.

YUKIMURA SANADA

Man of chivalrous spirit.

Good at military arts and familiar with strategies.

As the guardian of the Toyotomi side, he stands in the way of Ieyasu.

SASUKE, KOSUKE, AND SAIZO

Kunoichi (female ninjas) under Yukimura Sanada.

They help in Yukimura's attempt to kill Ieyasu.

ITEMS OF INTEREST

YARI (SPEAR)

Main weapon in the Warring States Period (1467-1572).

Tonbogiri, literally "dragonfly cutter", is Tadakatsu's favorite spear. The name derives from the following story:

One day a dragonfly was flying around the spear. The moment it perched at the edge of the spear, it was cut into two and dropped to the ground.

CANNON

Also called Ozutsu (Great Barrel) or Kuni-Kuzushi (Country Demolisher).

Cannons are deployed by both the Eastern and the Western armies.

GUNBAI

Used to command a charge or a retreat.

Only commanders can use a gunbai.

Mitsunari's gunbai is made of iron.

A Gunbai is also used to defend oneself from attacks by swords, arrows, and bullets.

SHIPPU-RENDO

New weapon deployed by both sides.

It shoots 10 spears simultaneously.

BACKGROUND HISTORY

INTRODUCTION

Japanese history is filled with many stories of wars between clans. Many men fought for their honor and for their loyalty to certain Shoguns, while others fought out of hatred and long-time bitterness against the opposing general. And even others fought for the ultimate dream of ruling all of Japan.

Kessen is set in the era of the Azuchi-Momoyama (1573-1603) period and the Edo period (1603-1867) of Japanese history. In this story, three classic motives—loyalty, hatred, and power—spurred on our 2 main characters, Hideyoshi Toyotomi and Ieyasu Tokugawa. The following is a brief summary of the struggles, successes, and failures these great men experienced.

HIDEYOSHI'S RISE TO POWER

In order to understand why so many people consider Hideyoshi to be the most powerful, influential, and significant figure in Japanese history, it's important to see what he feared and why. Hideyoshi was the homeless son of a peasant. He came from less than nothing to become the master of Japan. He was so low in stature he didn't even have a last name. (He began to use the family name Toyotomi, "Abundant Provider," late in life.) If he could climb his way from homeless peasant to ruler of Japan, he was afraid another man would do the same and take away his power. Because of this fear, he established feudalism in Japan, enacting restrictive measures such as the barring of social mobility. This form of government was founded on the old feudal system of personal loyalties rather than administrative centrality. While he pacified the country, he did not fundamentally change the Japanese way of life.

Hideyoshi rose through the military ranks to become a general for Nobunaga Oda, who was successful in uniting Japan and capturing the capital in 1568. Nobunaga also rose from poverty to glory as a general and beyond. Hideyoshi had a special loyalty to Nobunaga because they shared similar pasts. In 1582, Nobunaga was murdered by General Akechi. Hideyoshi reacted brilliantly and defeated Akechi to regain control. Hideyoshi fought for almost eight years and eliminated all the remaining opposing clans. When he defeated the Hojo family in 1590, Japan was finally reunited and Hideyoshi was the master of all of Japan.

JAPAN REUNITED

But now came a difficult time. Hideyoshi had to figure out a way to keep power over Japan without instigating revolt or a sectioning-off of provinces. First Hideyoshi concentrated on eliminating the possibility of men banning together to fight against him, or against each other. In 1588, all weapons of farmers and religious institutions were confiscated in the *Sword Hunt*. All samurai were banned from any farming activity and they were forced into castle towns. All of this was done to create a very clear social class distinction to increase the government's control over the people. Hideyoshi made class a permanent status for individuals and their offspring. In particular, he made the samurai, "servants" who were Japanese professional soldiers, into a separate class and forbade anyone who was not of the samurai class to carry weapons or armor. He also ordered a huge land survey in 1583, and a census in 1590. Hideyoshi's own castle, Osaka, was complete in 1590.

As time went on, the original goal of preventing the lower class from taking Hideyoshi's power turned into a goal of absolute control over the people. In 1587, he issued an edict expelling all Christian missionaries. (Franciscans could enter Japan in 1593 and the Jesuits remained active in the West.) He intensified the Christian persecution in 1597, and executed 26 Franciscans as a warning. He saw Christianity as the primary obstacle in achieving his goal of complete power over the people. For the most part, Hideyoshi's tactics, brawn, and single-mindedness worked. He rose from obscurity and became the complete master of Japan by 1590.

After uniting Japan, Hideyoshi's next goal was to conquer China. He made his first and decisive move in 1592 as the Japanese army invaded Korea and captured Seoul within a few weeks. All looked well at first, but the Japanese army was then pushed back by the much stronger Chinese army the next year. Hideyoshi's lust for power would not allow him to give up. He pushed on until the final evacuation of Korea in 1598. Hideyoshi died the same year and his dreams of extending the Japanese empire over the whole of Asia died with him.

IEYASU TOKUGAWA ASSUMES POWER

leyasu Tokugawa, a diligent partner of Hideyoshi and Nobunaga, took over as the most powerful man in Japan after Hideyoshi died. The Toyotomi clan was chosen by Hideyoshi to be the successor power. leyasu did not respect his promise to Hideyoshi of honoring and remaining loyal to the Toyotomi. leyasu wanted to become the absolute ruler of Japan. In the battle of Sekegahara in 1600, leyasu defeated the Toyotomi loyalists and other Western rivals. leyasu got what he wanted and in 1603 was appointed Shogun and established his government in Edo (Tokyo). The Tokugawa shoguns continued to rule Japan for a remarkable 250 years.

Most of the measures Hideyoshi employed became the basis of Tokugawa rule and were instrumental in the long period of domestic quiet that characterized the Tokugawa, or Edo, period (1603-1867). In addition to practicing Hideyoshi's status control that was already in place, leyasu redistributed the gained land among the daimyo, the more loyal vassals. However, every daimyo was also required to spend every second year in Edo. This caused a huge financial burden for the daimyo and restrained his power at home. leyasu continued to promote foreign trade. He established relations with the English and the Dutch. However, he still enforced the suppression and persecution of Christianity from 1614 on.

A TIME OF PEACE

The era of peace the Tokugawa are so known for began in 1615. Once the Toyotomi clan was destroyed in 1615 when Ieyasu captured the Osaka castle, Ieyasu and his successors had practically no rivals. Peace prevailed throughout the Edo period. Therefore, the samurai warriors were teaching themselves not only marital arts, but also literature, philosophy, and the arts, like the tea ceremony.

The goal then became to maintain peace. Tokugawa shoguns throughout the peaceful era established measures to isolate Japan, hoping to protect peace and prosperity. In 1633, shogun Iemitsu forbade traveling abroad and limited trade relations with China and the Netherlands. All foreign books were banned. Because of no outside influences, domestic trade and agricultural production improved. Popular culture, like new art forms kabuki and ukiyo-e, became very popular during the Genroku era (1688-1703) which is still known for amazing art.

Besides agricultural and popular culture, the Edo period Japanese were very interested in, and spent a great deal of time and energy, cultivating their beliefs in the Neo-Confucianism philosophy, teaching the importance of morals, education, and hierarchical order in government and society. Therefore, the Edo period had a strict four class system: samurai were at the top of the social hierarchy, followed by the peasants, artisan, and merchants. People were still not allowed to change their social status. Outcasts, people with professions considered impure, formed a fifth class.

END OF AN ERA

When the ban of Western literature was cancelled in 1720, many new thoughts and beliefs flowed into Japan from China and Europe. The result was new nationalist schools that combined Shinto and Confucianist elements. It would take over one century before Japan felt the impact of this mosaic of teachings with the rise of Emperor Meiji.

The Japanese isolation crippled long-term prosperity. The country's finances steadily worsened, resulting in higher taxes and riots among the farmers. Years of famine caused by regularly occurring natural disasters caused riots as well. The civil unrest and financial instability created further financial problems for the central government and the daimyo. Even the belief system the people held on to so closely was crumbling all around them. The merchant class grew increasingly powerful while some samurai became financially dependent on the merchants. In the second half of the Tokugawa era, political and religious corruption, incompetence, and a decline of morals within the government created an even bigger financial burden for the country.

In 1867-68, the Tokugawa era was over as the Emperor of the Meiji dynasty was restored. Many different theories exist which attempt to explain why the 250 year Tokugawa reign ended. Most theorists agree it was a combination of anti-government sentiments and a yearning for the knowledge of Western science and military. After being confronted with Western warships in several incidents, most Tokugawan Japanese favored a complete opening to the world.

BATTLE TIPS

Learn these tactics to become a good commander. Here are a few basic strategies that will make a difference on the battlefield:

FIGHTING STRENGTH

The ability of a general directly affects the strength of his unit. Grasp the strength of each unit precisely to best utilize your forces.

SOLDIER TYPE

Pay attention to the soldier type. Make the best use of each unit by knowing their characteristics and special maneuvers.

OUTFLANK AND DESTROY THE ENEMY UNITS ONE AT A TIME

Surround the enemy. Use several of your units to outflank a single enemy unit. This helps to reduce your damage and to boost the morale of your units.

CAVALRY AND FOOT SOLDIERS

Check the soldier types of each element of both sides. Cavalry is good at close fighting but is weak against long-range weapons such as riflemen and bowmen. Foot soldiers are strong against long-range attacks but rather weak in close fighting.

ZEAL

A unit must have a Zeal of 80 or more to perform a special maneuver. When you use a special tactic, the figure decreases. Time your attacks carefully!

SOLDIER TYPES AND FORMATIONS

The available number and the type are restricted by the formation and the soldier type respectively.

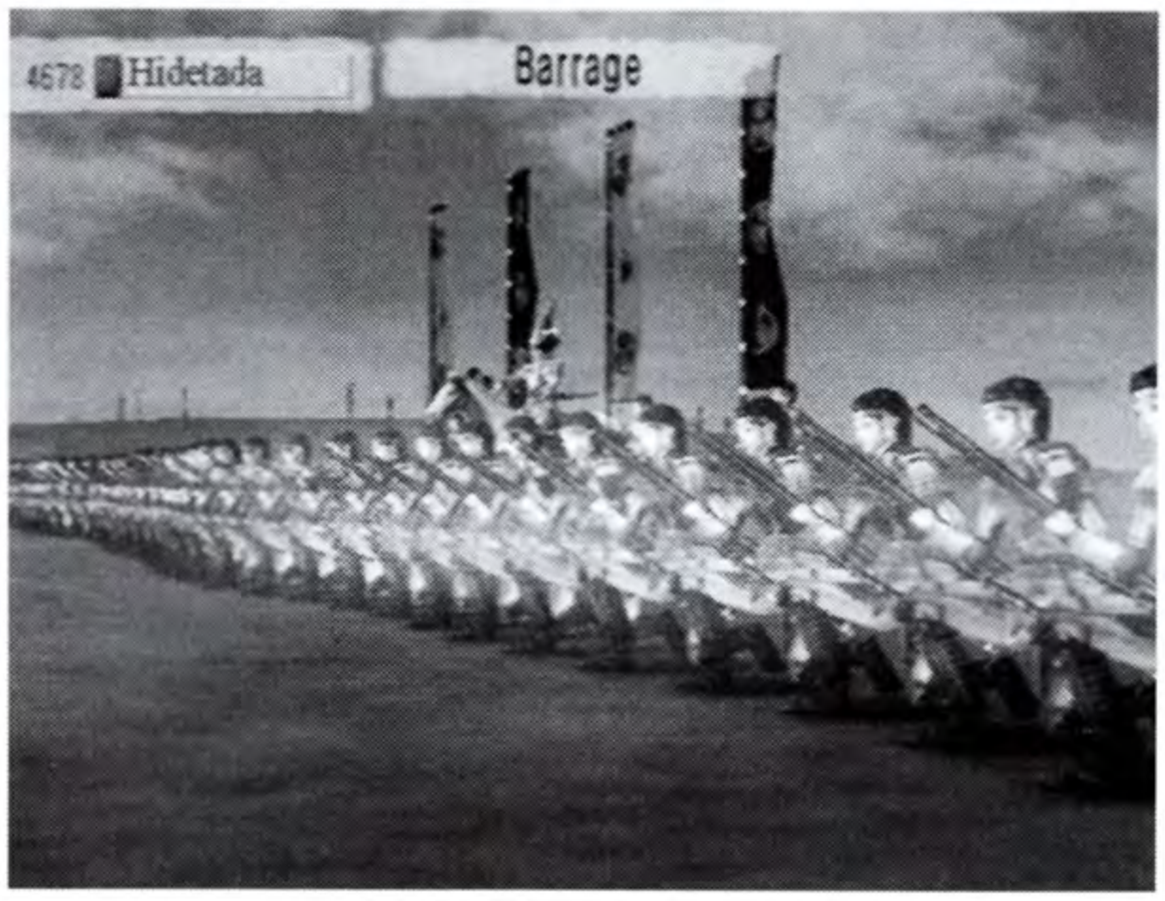
DISTANCE FROM THE ENEMY

Barrages, Cannonades, Artillery and Volleys are used for long-range attack. The range is indicated by a yellow highlight.

SPECIAL MANEUVERS

Utilize the following maneuvers to effectively outwit your opposing clan.

BARRAGE

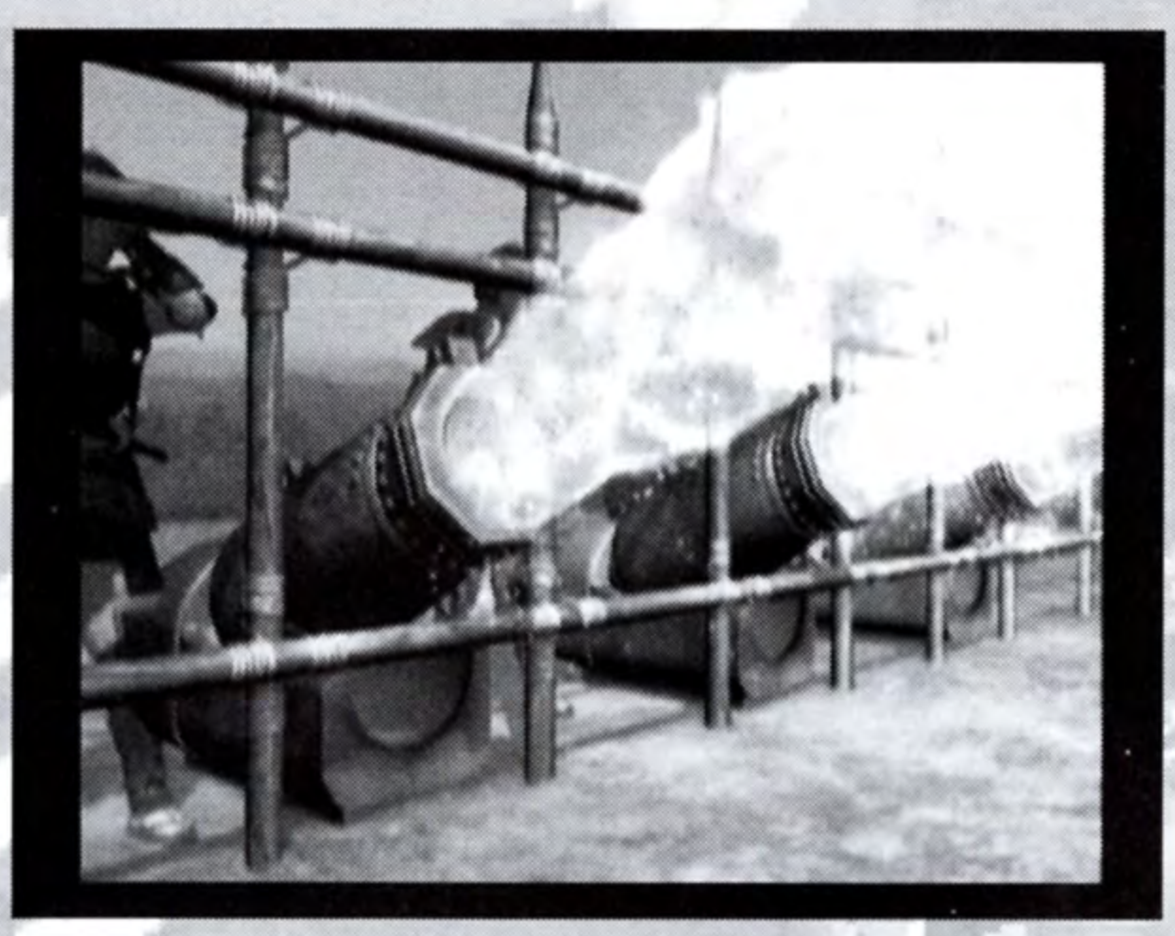


There are three types of Barrage attacks: Barrage, Mounted Barrage, and the Triple Barrage. These maneuvers allow you to attack the enemy from long range with deadly precision.

FLYING FUSILLADE

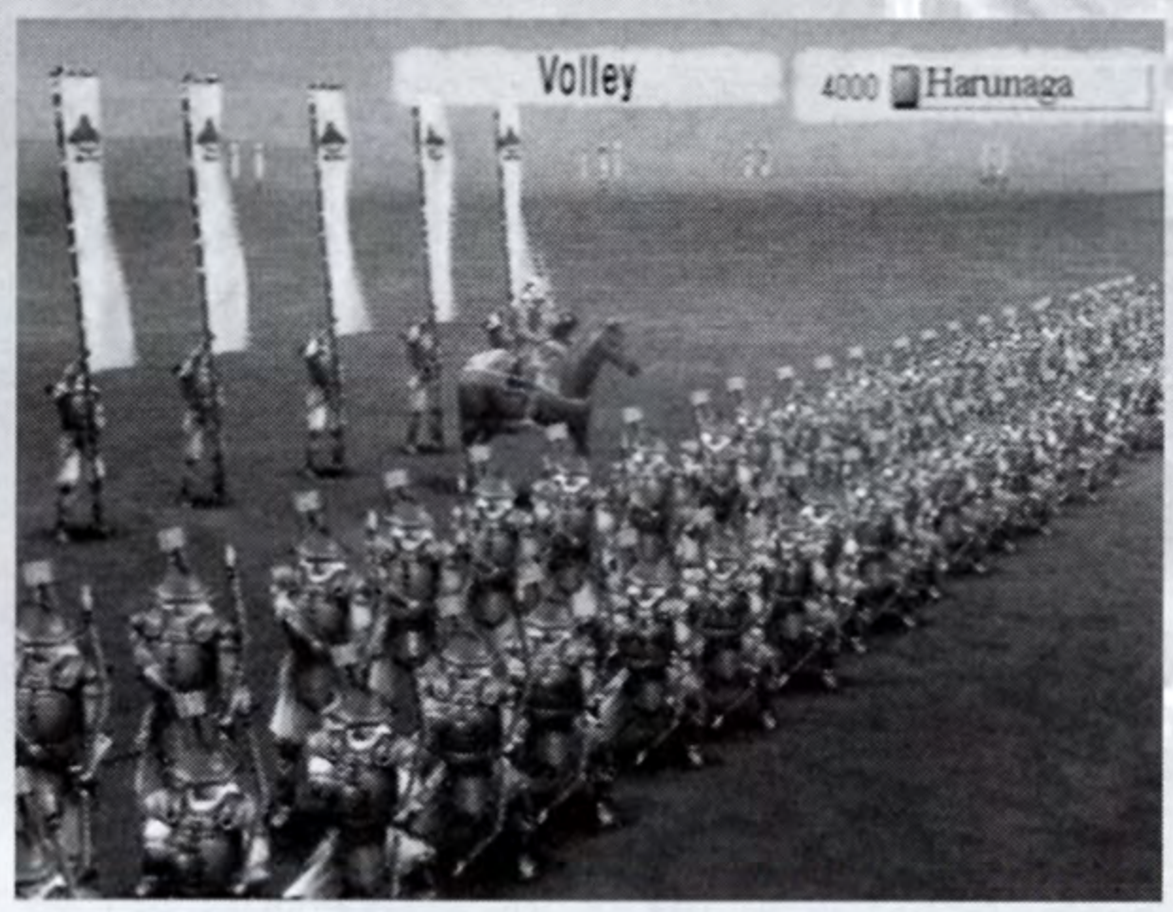
This is a special form of the Mounted Barrage. Attacks occur as the Cavalry chases down the enemy.

CANNONADE



The Cannonade allows you to inflict great damage on the enemy from long range. It is an extremely effective strategy against Cavalry attacks.

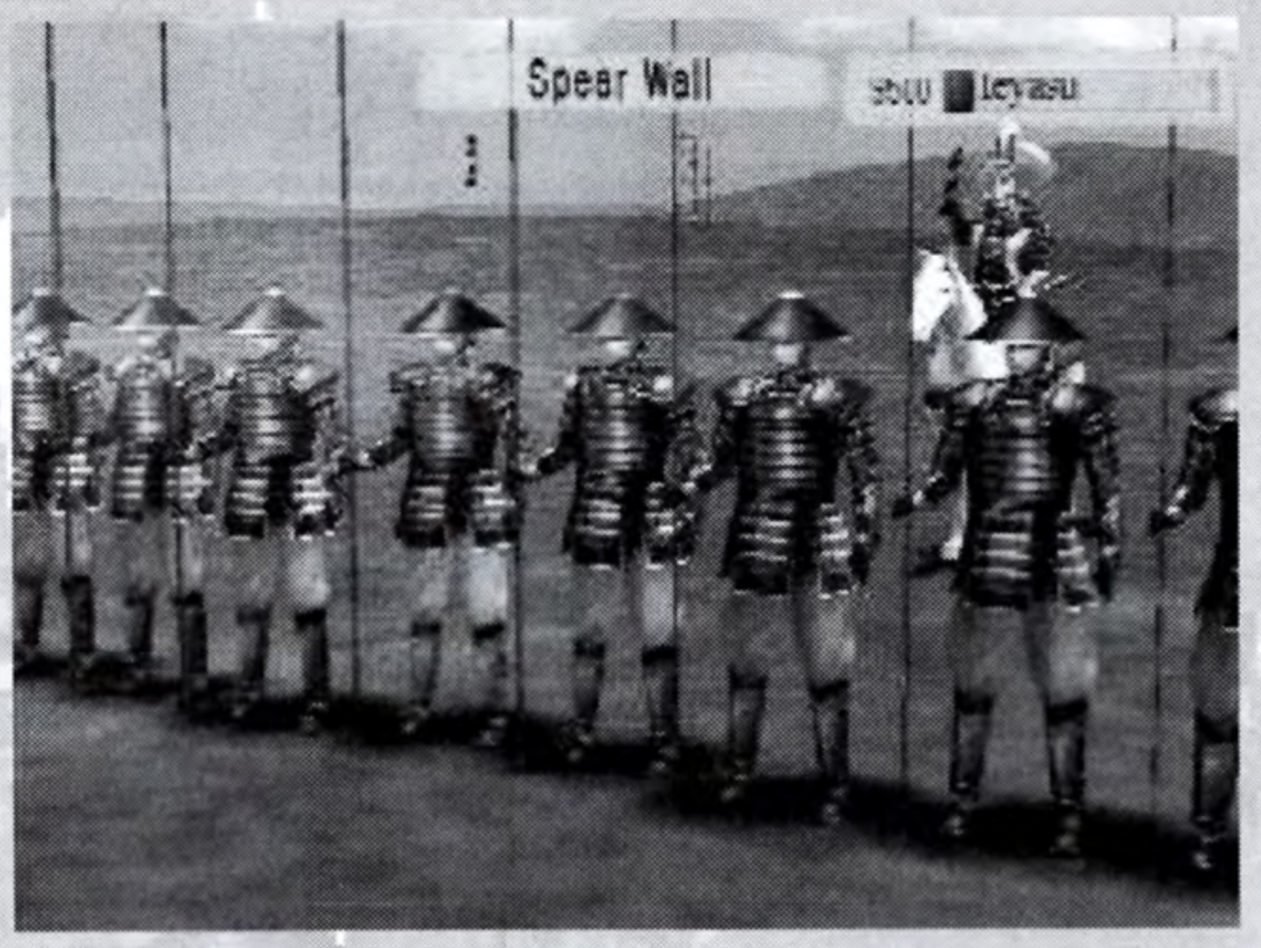
VOLLEY



Foot soldiers slow down the enemy's attack by unleashing a deadly rain of arrows.

KESSEN

SPEAR WALL



Arrange a line of spears to block the advance of your enemy. Spear Walls are effective at slowing down enemy Cavalry.

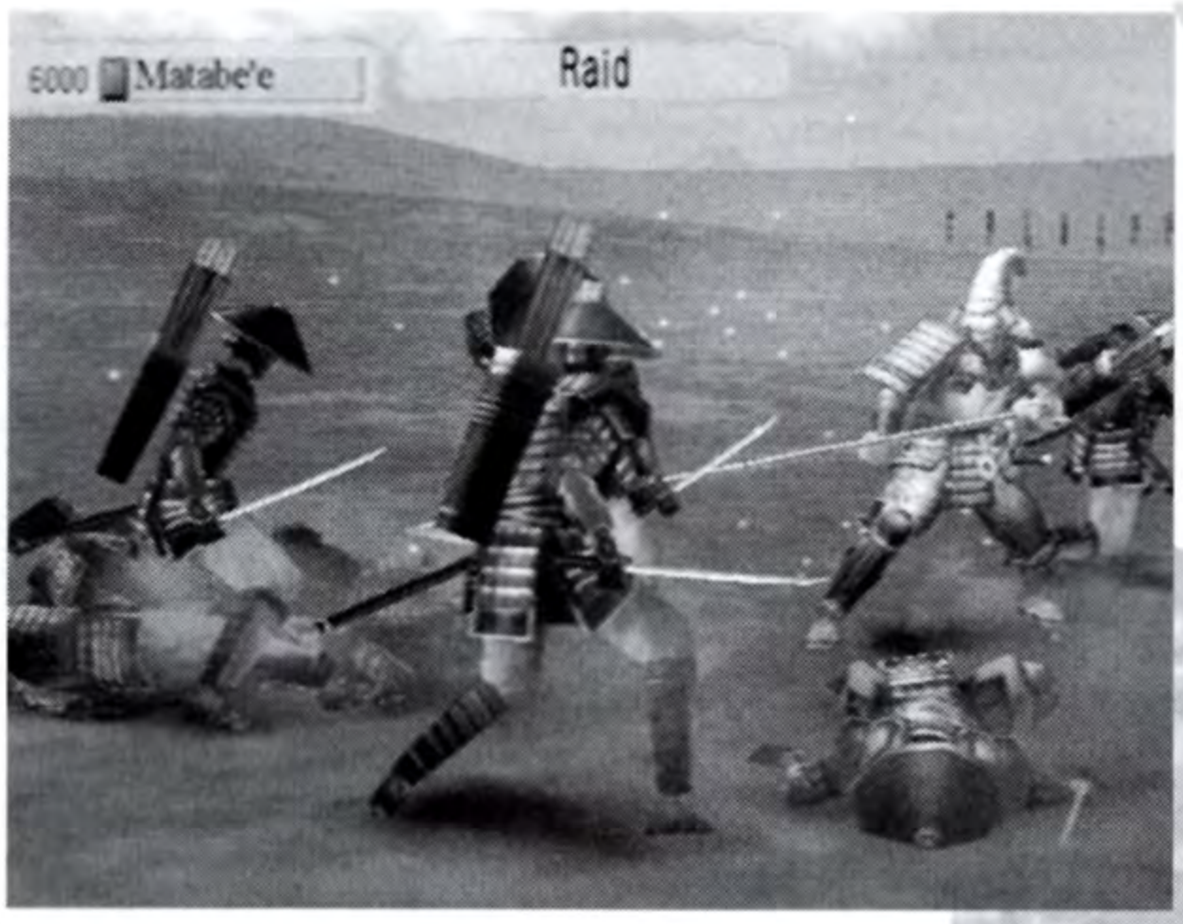
CHARGE BY CAVALRY

Charge through the opposing army dealing great damage and slowing down their attack.

BALLISTA

Effective against most troop types, the Ballista attack consists of a round of spears being launched using the Shippu-Rendo.

RAID



Perform a raid and lower the enemy's zeal.

SAVING AND LOADING

Save or load a game.

NOTE: Never insert or remove a MEMORY CARD (8MB) (for PlayStation 2) when loading or saving files.

To save a file:

1. From the System Menu, select SAVE to get to the Save Game screen.
2. Use the D-Button to select the desired MEMORY CARD SLOT.
3. Highlight the desired MEMORY CARD Slot and press the ✖ button to save your game.

To load a file:

1. To get to the Load Game screen, from the Main menu, select CONTINUE, or from the System Menu, select LOAD.
2. Use the D-Button to select the desired MEMORY SLOT.
3. Highlight the desired MEMORY CARD Slot and press the ✖ button to load your game.

CREDITS

ELECTRONIC ARTS

Director, Business and Product Development: Frank Pape

Producer: Tarrnie Williams Jr.

Associate Producer: David Elton

Assistant Producer: Steve Anthony

Production Coordinator: Nathalie Mathieu

Script Writing/A.D.R. Supervision: Brooke Burgess

Localization Producer: Louise Read

Localization QA Project Manager: Carole Enahoro

Localization QA Lead: Chris Cleroux

Functionality Point of Contact: Edwin Singh

Localization Point of Contact: Kimberley Blancard

Product Marketing Manager: Keith Munro

Project Manager: Vyn Arnold

Online Producer: Jason Chein

PR Coordinator: Lynn Behravesh

Documentation: Ede Clarke

Documentation Layout: Big Idea Group

Customer Quality Control: Dave Kellum, Dave Knudson, Micah Pritchard, Andrew Young, Darryl Jenkins, Tony Alexander, Benjamin Smith, Anthony Barbagallo

Special Thanks to: Bruce MacKinnon, Anouk Arreygue, Anne Marie Stein, Shannon Williams, Evelyne Brasseau, John Riccitiello, Don Mattrick, Paul Lee, Sam Nelson, Atsuko Matsumoto, Glenn Wong, Tom Cipolla, David Knox, Steve Miller, Nigel Sandiford, Mark Findlay, Bob Aniello, Otis Perrick, Seiichi Mitani

THE BACKGROUND

A.D.R. Voice Casting / Supervision: Alan Silverman

Supervision: John Pantages

Scrip Work: Ward Perry

Script Work: Christine Taylor

PINEWOOD SOUND

Dialogue Mixer/Editor: Alan Perkins

Dialogue Recordist/Editor: Wendy Czajkowsky

Sound Supervisor: Greg Nielsen

Sound Supervisor: Geoff Turner

Language Consultant: Mariko Kage

CAST

Narration: David Kaye

Ieyasu Tokugawa: Paul Dobson

Mitsunari Ishida: Michael Dobson

Josui Kuroda: Richard Newman

Yukimura Sanada: Dion Luther

Masayuki Sanada: Ron Halder

KESSEN

Masanobu Honda: Ralph Alderman
Sakon Shima: Howard Siegel
Masanori Fukushima: Jim Crescenzo
Yoshihiro Shimazu: Mark Acheson
Yoshitsugu Otani: Brooke Burgess
Tadakatsu Honda: Eli Gabe
Nagamasa Kuroda: Mark Weatherley
Yasumasa Sakakibara: Mark Oliver
Naomasa Yi: Trevor White
Hideyori Toyotomi / Hiroie Kikkawa / Hideie Ukita / Tadaoki Hosokawa: Kirby Morrow
Masamune Date / Kagekatsu Uesugi / Shadow / Shigenari Kimura / Muneshige Tachibana: John Murphy
Matabe'e Goto / Ekei Ankokuji / Takatora Todo / Retainer East: Brian Dobson
Yukinaga Konishi / Morichika Chosokabe / Keiji Maeda / Retainer East: Michael Benyear
Hidetada Tokugawa / Hideaki Kobayakawa / Hidemoto Mori / Naotaka Yi / Tadatomo Honda: Alessandro Juliani
Kiyomasa Kato / Teruzumi Akashi: Dean Marshall
Kojuro Katakura / Retainer West: John Payne
Sigemoto Matsuno / Retainer West: Brent Chapman
Garasha / Saizo: Sylvia Zaradick
Sasuke: Erin Fitzgerald
Princess Sen / Kosuke: Mariko Kage
Okatsu: Cathy Weseluck
Lady Yodo: Jayne Patterson

STUDIO SUPPORT

Studio Operations: Paulette Doudell, Jon Bruce
Paralegal Senior Associate: Brian Hupp
CFO, EA Canada: Howard Donaldson
Assistant Controller: Roslyln Drewitt
Director of Finance: Luke Pathyil
Senior Financial Analyst: Mark Findlay
Senior Legal Counsel: Steve Bene

KOEI-Japan

Producer: Koh Shibusawa
Produced and published: Koei
Narration: Keiichi Noda

COOPERATION IN MUSIC

Music: Reijiro Koroku
Conductor: Constantine D. Climets
Performance: Moscow International Symphonic Orchestra
Music producer: Yoshifumi Ando (Company AZA)
Music direction: Magic Capsule
Original Japanese Manual Design: Banana Studio

WARRANTY

ELECTRONIC ARTS LIMITED WARRANTY

Electronic Arts ("EA") warrants to the original purchaser that this product is free from defects in materials and workmanship for a period of 90 days from the date of purchase. Electronic Arts is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the 90-day warranty period, Electronic Arts agrees to repair or replace the product at its option free of charge. This warranty shall not be applicable and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment or neglect.

LIMITATIONS

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Electronic Arts. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of this Electronic Arts software product.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

RETURNS WITHIN 90 DAY WARRANTY PERIOD—Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD—Please return the product along with a check or money order for $15.00 made payable to Electronic Arts, a brief description of the difficulty you are experiencing including your name, address, and phone number to the address below.

We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, California 94063-9025

If you have warranty questions, you can also contact Customer Warranty via e-mail at warranty@ea.com or by phone at (650) 628-1900.

Warranty Fax Number: (650) 628-5999

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at any time and without notice. This manual and the software described in this manual are copyrighted. All rights are reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine-readable form without the prior written consent of Electronic Arts.

KESSEN

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322 Monday through Friday between 8:30–11:45 AM or 1:00–4:30 PM, Pacific Standard Time.

EA Tech Support Fax: (650) 628-5999

HOW TO REACH US ONLINE

Internet E-mail: support@ea.com

World Wide Web: Access our Web Site at http://techsupport.ea.com

FTP: Access our FTP Site at ftp.ea.com

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:

Electronic Arts Pty. Ltd.

P.O. Box 432

Southport Qld 4215, Australia

In the **United Kingdom**, contact:

Electronic Arts Ltd.

P.O. Box 181

Chertsey, KT16 0YL, UK

Phone (0870) 2432435

In **Australia**: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

Software (c) 2000 KOEI Co., Ltd. All Rights Reserved. Kessen is a trademark of KOEI Co., Ltd. Electronic Arts and the stylized "EA" are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries.

Documentation © 2000 Electronic Arts Inc. All rights reserved.

Electronic Arts and the Electronic Arts logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved.

This software uses fonts by Fontworks International Limited.

The company name and font names of Fontworks are trademarks or registered trademarks of Fontworks International Limited.

NOTES

PLACE
STAMP
HERE

Electronic Arts Registration
P.O. Box 9012
Redwood City, CA 94063-9012

Kessen

1425805

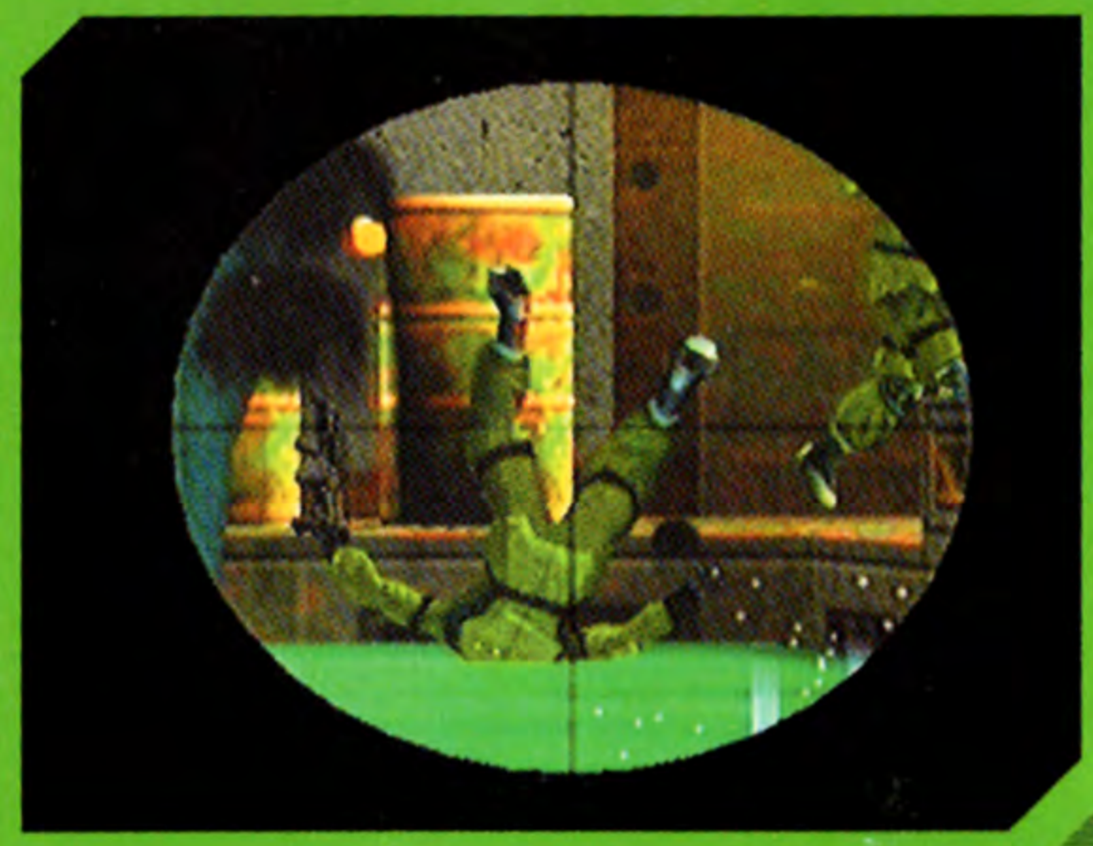
0 14633 14258 7

ELECTRONIC ARTS™

33

X SQUAD™

The year is 2037, terrorists have taken over a secret military complex. X Squad, an elite covert force, is called in to eliminate the enemy and regain control.



Explosive Action

Take your enemies out with a sniper rifle or light them up with a flame thrower when they get close.

Command Your 4-Person Squad

Take charge and lead your 3 squad members through intense firefights.

Next-Generation Graphics

Experience realistic characters and amazing special effects.

"EA's third person action-shooter is a whole new take on the action/stealth genre." -IGN.com

Electronic Arts, 209 Redwood Shores Parkway, Redwood City, CA 94065

Software and documentation © 2000 Electronic Arts Square K.K. All rights reserved. Electronic Arts, EA GAMES, the EA GAMES logo and X Squad are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. All rights reserved. EA GAMES™ is an Electronic Arts™ brand. All other trademarks are the property of their respective owners.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. PlayStation and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING. U.S. AND FOREIGN PATENTS PENDING. 1425805

TEEN
T
CONTENT RATED BY ESRB

EA GAMES™